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SNS-AMJE-USA

INSTRUCTION MANUAL

THE ORIGINAL

Micro Machines™

SCALE MINIATURES

SUPER NINTENDO
ENTERTAINMENT SYSTEM

WARNING: PLEASE READ THE ENCLOSED CONSUMER INFORMATION & PRECAUTIONS BOOKLET CAREFULLY BEFORE USING YOUR SUPER NINTENDO® HARDWARE SYSTEM OR GAME PAK.

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START YOUR ENGINES!

Ready for the green flag!? Race eight different Micro Machines on 28 different tracks across eight environments. Choose from 11 challenging competitors each with his or her own skill level.

Micro Machines Challenge (1-Player game) pits your driving skills against each of the eleven competitors on progressively more difficult tracks. Eliminate your competition and claim the title of Micro Machines Champion.

Race against a friend or a group of friends one at a time in Head-to-Head (2-Player game). In this true head-to-head action, there are only two cars on the track at a time and the race is over three laps of the course.

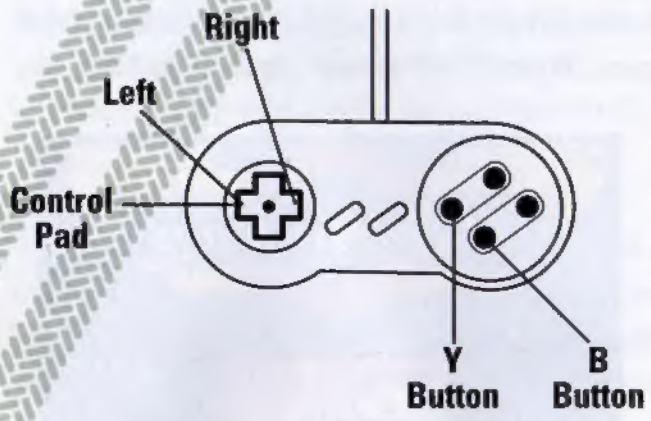
GETTING STARTED

Make sure the power to your Super Nintendo Entertainment System® (SNES) is turned OFF. Insert the Game Pak, then turn the power ON.

If you are playing for the first time, press the START button to start. If you wait you'll see a demo of the game. Press START to return to the Title Screen.

CONTROLS

Micro Machines can be played by up to four people using either the 4-player adapter or using the 4-player feature on the two Controllers.



PLAYING WITH ONE CONTROLLER

When using one Controller per player, the controls are as follows:

Left

Rotate Counter-Clockwise

Right

Rotate Clockwise

Y Button

Brake / Reverse

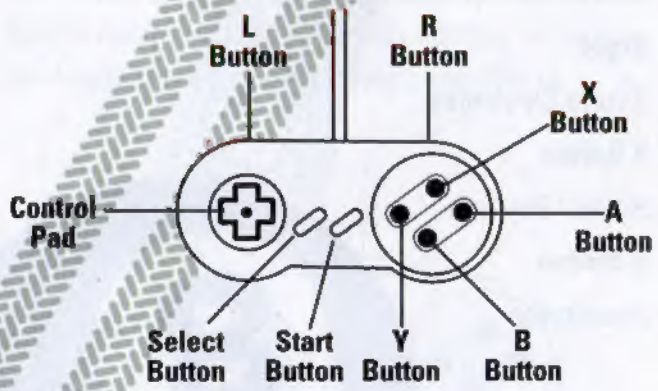
B Button

Accelerate

NOTE:

The tank Micro Machine will fire a shell when the Y Button and B Button are pressed simultaneously.

PLAYING WITH TWO CONTROL PADS



When four players are using two Controllers, the controls are as follows:

CONTROLLER: Player 1

CONTROL PAD UP: Rotate Counter-clockwise

CONTROL PAD DOWN: Rotate Clockwise

L Button: Brake / Reverse

CONTROLLER: Player 2

B or Y Button: Rotate Counter-Clockwise

A or X Button: Rotate Clockwise

R Button: Brake / Reverse

CONTROLLER: Player 3

CONTROL PAD UP: Rotate Counter-Clockwise

CONTROL PAD DOWN: Rotate Clockwise

L Button: Brake / Reverse

CONTROLLER: Player 4

B or Y Button: Rotate Counter-Clockwise

A or X Button: Rotate Clockwise

R Button: Brake / Reverse

NOTE:

Press the A Button and Y Button simultaneously to the fire tank (Player 2).

Player 1 can't fire.

THE TITLE SCREEN

At the Title Screen, press START to go the the Game Screen where you can select the number of players.

THE GAME SCREEN

At the Game Screen, press the Control Pad LEFT or RIGHT to choose to play either a 1-player or 2-player game. Press START after you've decided, and you can choose either Head-to-Head or challenge modes.

1-PLAYER

If you select 1 player, you have the option to race the Micro Machines Challenge or go Head-to-Head against a computer opponent.

2, 3 OR 4-PLAYERS

If you select 2, 3 or 4-players, you have a choice of a Tournament Race or a single race in a Head-to-Head against your opponent.

CHOOSING A CHARACTER

Press the Control Pad LEFT or RIGHT to move through the character list. Press the B Button to make your selection. If you are playing a multi-player game, your friends need to choose their characters as described above.

When competing in a 1-player game you must decide who to race against in the same way that you selected your character. Remember that each person has different abilities and some drivers are more skilled than others.

THE RACES

MICRO MACHINES CHALLENGE

SINGLE-PLAYER

Build up your collection of Micro Machines by racing all the different Micro Machines then adding them to your display cabinet after you win.

During the race, the car order is displayed in the top left screen as a column of colored helmets representing the cars. The race lasts for three laps.

Finish first or second and qualify for the next race on a new track with a different vehicle. If you finish third or fourth, you lose a chance and will have to race the same track over. You start with three chances; lose them all and the game's over!

HEAD-TO-HEAD RACE

SINGLE-PLAYER

Race against the computer!

Eight colored lights (four red and four blue) representing the points won by each player, will be displayed in the top left screen. Whenever one of the Micro Machines gets a whole screen length ahead, that Micro Machine wins a bonus point and one of the loser's lights changes to the winner's color. When 1-player has all eight lights showing their color, he wins the race.

If neither player has all eight lights lit at the end of three laps, the player with the most lights lit wins the race.

If the number of lights each player has are equal then a sudden death race-off starts. The next player to receive a bonus point wins the game.

MICRO MACHINES TOURNAMENT RACE

2, 3 AND 4-PLAYER RACE

To win the Tournament Race, be the first person to win four races. The computer will choose the tracks at random for you. In the 2-player version, you win races the same way as in Head-to-Head racing.

The 3 and 4-player scoring system is slightly different. Each player is given a column of lights. As a player is passed, his position for that bonus is shown under the corresponding column. When there is only one car left, the points will be awarded as follows:

3-player game:

1st= Gains 2 points

2nd= Gains 0 points

3rd= Loses 2 points

4-player game:

1st= Gains 2 points

2nd= Gains 1 point

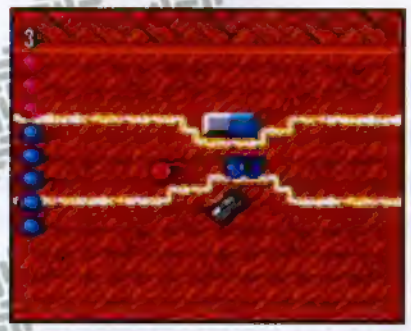
3rd= Loses 1 point

4th= Loses 2 points

To win the race, the player must be first for their last bonus point.

The 4-player game can also be played in two teams of two players. The red team races the blue team until there is a winner and the winning team gets the bonus point. Scoring is the same as in the single player Head-to-Head.

MICRO MACHINES SINGLE RACE



2, 3 AND 4-PLAYER

This race is very similar to the Tournament Race except there is only one race and you choose which track you will race on.

SCORING

In the 2-player game, the scores and ratings on the Results Screen are affected by the results of the Single Race game as well as the results of the Tournament. You can make up competitions for more than 2-players if each player chooses and keeps a particular character and then you play a series of single race, 2-player games. A good way of doing this is to have a group of people playing a "winner-plays-on" series of races, with each new player choosing the course to race.

USING A MULTIPLE PLAYER ADAPTER

You may use a multiple player adapter with Micro Machines.

To use a multiple player adapter:

1) Plug the multiple player adapter into port two of your Super Nintendo Entertainment System.
2) Switch the adapter's setting to five players.
3) Plug three Controllers into the adapter.
4) Plug the fourth Controller into Port 1 of your Super Nintendo Entertainment System.

Follow the instructions for the Four Player Tournament Race or the Four Player Single Race to play.

NOTES

NOTES

LIMITED WARRANTY

Ocean of America, Inc. warrants to the original purchaser only that the game pak provided with this manual and the software program coded on it will perform in accordance with the descriptions in this manual when used with the specified equipment, for a period of 90 days from the date of purchase. If this program is found to be defective within 90 days of purchase, it will be replaced. Simply return the game pak to Ocean of America, Inc. or its authorized dealer along with a dated proof of purchase. Replacement of the game pak, free of charge to the original purchaser (except for the cost of returning the game pak) is the full extent of our liability.

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